A MINI PROJECT

ON

"BOOK SHOP MANAGEMENT SYSTEM"

THROUGH C++

PROJECT MADE BY:

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Abstract

Computer is fast emerging as a daily need in walks of life. The knowledge of computers and programming language has become basic skill need to service in today's information based society. Every business institution and the corporate section, make a use of computer for making their operation efficient & effective. Book distributors transaction handling is one of the complex process and it required computerized system to maintain overall transactions in an easier manner. Due to heavy demand of books in these competitive worlds, data increase so much. Books shop required up to date information about the customer who purchased books or about the suppliers from where books are purchased. The books shop requires large amount of data to record and to store, which are collected from the Book House.

Introduction To C++

C++ is an object-oriented programming language. It was developed by Bjarne Stroustrup at AT&T Bell Laboratories in Murray Hill, New Jersey, USA, in the early 1980's. Stroustrup, an admirer of Simula67 and a strong supporter of C, wanted to combine the best of both the languages and create a more powerful language that could support object -oriented programming features and still retain the power and elegance of C. The result was C++. Therefore, C++ is an extension of C with a major addition of the class construct feature of Simula67. Since the class was a major addition to the original C language, Stroustrup initially called the new language 'C with classes'. However, later in 1983, the name was changed to C++. The idea of C++ comes from the C increment operator ++, thereby suggesting that C++ is an augmented version of C.

C++ is a superset of C. Almost all c programs are also C++ programs. However, there are a few minor differences that will prevent a c program to run under C++ complier. We shall see these differences later as and when they are encountered.

The most important facilities that C++ adds on to C care classes, inheritance, function overloading and operator overloading. These features enable creating of abstract data types, inherit properties from existing data types and support polymorphism, thereby making C++ a truly object-oriented language.

Introduction To Project

Bookshop Management System is to automate all operations in a bookshop. Generally it includes the Order Processing, Stock Management and Accounts Management. Before automating a bookshop we have to understand the concept of automation. In automation of any operation we make a system which do work automatically as the respective events occurs, for which it is meant. There are the some common examples of the automation like that auto pilot system in the aircraft, automatic home systems (electric system, water system, fire alarm system, doors system etc). These are best examples of the automation systems. Here we are try to develop such type system which is provide the automation on the any type of the bookshop. That means a shop which has the type system which provides the facility to the customers of the shop to purchase the books from the shop without any complexity. For example any customer want to purchase any book from the shop than first of all customer just choose the stream of the book than he/she can see the more then one type of books there and than he/she can choose the specific book from there. And then purchase it by paying price on bookshop cash counter and receives its invoice

Problem Definition

Almost every activity in the world today is controlled by computer driven software programs. This trend was first accommodated by engineering applications in the past. However, as the lifestyle became more and more complex, every area of human interactions was invaded by various software systems, such as real time, business, simulation, embedded, web based, personal and more recently, artificial intelligence software etc. According to the above facts, managing and maintaining a book shop could also be controlled by efficient software. This project "**Book Shop Management System**" focuses attention on designing efficient and reliable software which controls the transactions of a bookshop.

In real world, it tends to associate with automated systems as they provide many benefits than doing the same thing in manually. As above mentioned, here we have introduced a system which can be used to maintain a bookshop. When we are concerning the manual process of a bookshop, the major problem is the waste of time. A customer has to waste his/her valuable time when he needs to buy a book as all the events such as searching, purchasing are done by members of the staff .In briefly, the manual process is very slow. But automation will reduce the time taken in the whole process. In a bookshop we should deal with a large store. Then person (storekeeper) has to maintain it with documents which are recorded by him. Therefore, there may be defective reports. Also company has to appointed more persons to complete the maintenance of the stationery. Then the company has to have an additional cost.

As we familiar with this type of system at instance we will be able to have the results that we want. Communication with suppliers, customers and other related organizations will be more successful as the system is so fast. When the bookshop issues an item to a customer, all the stages of the transaction procedure will be facilitated by the system & it will be more accurate

Problems and Constraints

Manual Management of any task is Time consuming having lots of errors, which will lead to corrupt records in registers. In case of Existing Management System, authorized person has to face a lot of problems. Few of them are as follows:

- Change of profile's information of any Customer, Staff and Supplier requires over writing in existing records every time.
- In order to delete the record of a particular customer, the person maintaining records will have to search the record of that particular person in every related register.
- For Issuing Order, first the Product register reference is to be made, which is time consuming process.
- Manual calculation of installment and payment is required, which is error prone.
- Reports are generated manually.
- Searching is quite hectic task for a person.
- No way to check the different queries which may arise at various stages of processing.
- If any reference is to be made to any particular register and it is not available, then no further work can be done. While modifying a record, the person will have to first search the record and then make changes of that particular record in every related register.

Proposed System Description

At present, the Wholesale and Retail outlets are working under manual management. All records related to Products, Sales, Suppliers, Orders, Payment are stored in registers. To manage the whole data, the person maintaining records has to take great pain. Various registers has to be maintained for each separate process. Existing system, used for the Management of sales of electronic products, is completely dependent on human actions and responses (Manual Management), which couldn't be free from errors. In each process whether it is Product Management, Maintaining Customer Records, Payment Management, Report Generation, user has to pay attention to a greater extent while performing the tasks. During the manual management, the tasks, which are to be performed by its users, are:

- Maintenance of Customers Records (including the new and the existing customers).
- Maintenance of Customers Payment Record (including installment details).
- Issue Orders for more Stock.
- Searching and answer the query asked by other users.
- All these operations will lead to continuous modifications in the database (Here Registers).

- In case of Customer records, all information related to customers and the product which the customer has purchased is to be stored in the Customers register. If the changes in the customer profile (like Phone no. , Address) occur, registers must be updated.
-
- In case of new product launched, all the entries like product name and brand must be same in the register (except Model number).

- For the maintenance of the payment records, the customer register has to be checked to know the details of the product purchased by customer. Monthly payment of installment needs record in the register to be updated.

- During issuing order of more stock, the product register is required to check to availability of stock in hand.

- To generate the reports based on the management requirement, will require extensive searching of records.

- In case of Supplier and Staff Record Management, the registers need to be updated time to time as information (like Phone No., Address) changes frequently.

Problems Solved By Proposed System

Here our main goal is that we are just solving the problem of selling of book in the particular very big book shop which have large amount of books within it. Since there are many people would be in the shop to provide the good service to the customers of the book shop. But it is not possible to provide the good service to the customers because it is not possible by the manually. There are the some problems which may be solving by our application. Which are as follows:-

- Fast service:-

In the sense of fast service by this we can give the fast service (selling, purchasing, issuing etc.) to the customers of the shop.

- Reduces the workload:-

in the sense of workload reduction that means all the tasks are done by the automated system/machine which give the rest to the shop owner.

- Good management:-

in the sense of good management our system provide the good management in the book keeping and provide the good scheduling in the all the operations of the book shop.

- Provide the satisfaction to the customers:-

In the sense of satisfaction of the customer, because customer is doing its all operations with the system on his requirements and he is completely satisfied because our system is fulfills its all requirements.

- Able to do all type of money transactions:-

we are developing the type system which is able to do all type of money transactions (debit & credit cards and internet banking etc.)

- Remove the complexity in the operations:-

our system is providing the real life features to providing the service since the user of the system in not feel the complexity in its operations.

- Provide the long term relationship with the customers:-

our system is providing the long term relationship with the customers which are more important for the good future benefits of the shop.

- Provide the flexibility in the purchasing in the books:-

it provides the very easy way to purchase the book from the book shop.

- Networking:-

It covers the maximum space through its network for its service at anytime and anywhere.

Business Processes Of Proposed System

During the system study the following types of business processes were identified:

- Business processes related to Store Sales
- Business processes related to Inventory Management

Store Sales:

- Customer book searching
- Book reservation
- Book purchase – Generating invoice, Billing the customer and Entering sales order.

Design of the Existing Inventory Management:

- Searching inventory - searches based on title, code, author and category.
- Buying books from supplier and adding them to inventory (also entering the new books details in the database).

Other Processes (related to manager)

- Viewing sales records
- Generating sales summaries
- Understanding the sales trends

Challenges

- It was a difficult task to convince the staff members and the management about the new technologies that are going to use in the proposed system and it was difficult to win over them.

- It was difficult to get the confirmation and the approval for the cost estimation for the proposed system form the top management.

- It was a time consuming task to make the staff members convince about the proposed system and make the cashiers at the counter sure about that they will not lose their jobs because of the system.

- It was time consuming to collect the relevant information form the users due to the busy environment in the company.

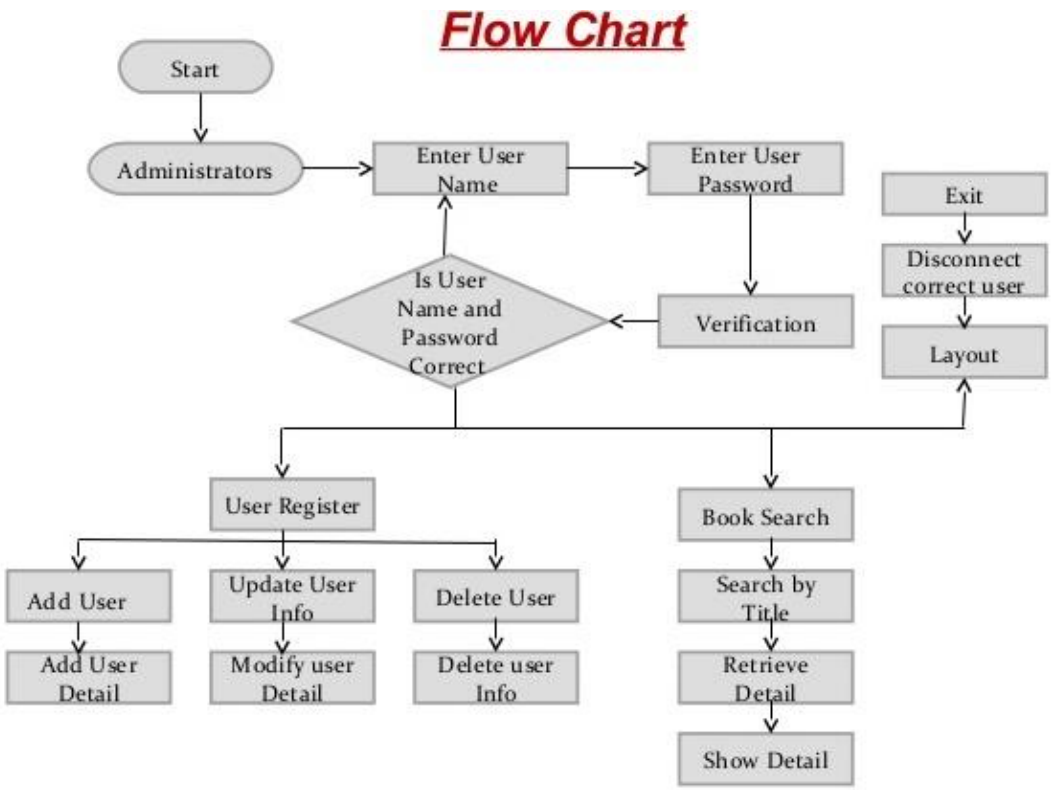
- There was resistance from the cashiers for the system due to the fear of losing their jobs and had to face this challenge also during that period.

System Design

Flowcharts are used in designing and documenting simple processes or programs. Like other types of diagrams, they help visualize what is going on and thereby help understand a process, and perhaps also find flaws, bottlenecks, and other less-obvious features within it. There are many different types of flowcharts, and each type has its own repertoire of boxes and notational conventions. The two most common types of boxes in a flowchart are:

- a processing step, usually called *activity*, and denoted as a rectangular box
- a decision, usually denoted as a diamond.

Flowchart For Book Shop Management System



CODING

```
#include<fstream.h>
#include<conio.h>
#include<string.h>
#include<process.h>
#include<stdio.h>
#include<ctype.h>
class subject
{
public:
char s[5][40],sub[5][5][40];
subject()
{
strcpy(sub[0][0],"Physics NCERT-I");
strcpy(sub[0][1],"Physics NCERT-II");
strcpy(sub[0][2],"Pradeep Physics");
strcpy(sub[0][3],"H.C.Verma\t");
strcpy(sub[0][4],"Together With");
strcpy(sub[1][0],"Chemistry NCERT-I");
strcpy(sub[1][1],"Chemistry NCERT-II");
strcpy(sub[1][2],"Pradeep Chemistry");
strcpy(sub[1][3],"Together With");
strcpy(sub[1][4],"P.Bahaadur\t");
strcpy(sub[2][0],"Maths NCERT-I");
strcpy(sub[2][1],"Maths NCERT-II");
```

```
strcpy(sub[2][2],"Maths ND-I\t");
strcpy(sub[2][3],"Maths ND-II");
strcpy(sub[2][4],"R.D.Sharma\t");
strcpy(sub[3][0],"Flemingo Textbook");
strcpy(sub[3][1],"Vistas Textbook");
strcpy(sub[3][2],"Flemingo ND");
strcpy(sub[3][3],"Vistas ND\t");
strcpy(sub[3][4],"Golden Guide");
strcpy(sub[4][0],"Sumita Arora");
strcpy(sub[4][1],"Together With");
strcpy(sub[4][2],"Evergreen C++");
strcpy(sub[4][3],"RohitQuestionBank");
strcpy(sub[4][4],"Osborne\t");
strcpy(s[0],"Physics\t");
strcpy(s[1],"Chemistry\t");
strcpy(s[2],"Maths\t");
strcpy(s[3],"English\t");
strcpy(s[4],"Computer Science");

}
};
void show();
void show2();
class userlist
{
```

```
public:
int no;
char users[100][50];
};
class user
{
public:
int sbj[5][7],totp,totr;
char password[20];
void showpb()
{
cout<<"\n\n\n\n\n\n 'P' Purchase\n 'B' Back";
}
};
void uppercase(char *);
void pur_ret(char name[]);
void notification(user &);
void setdefault(user &);
void chkusrlst();
void chkbooklst();
void showuserlist();
int crtusr();
int showbooks();
int openacc();
void namecutter(char name[]);
```

```
int main()
{
textbackground(3);
textcolor(0);
chkusrlst();
chkbooklst();
mpage:
clrscr();
char ch;
cout<<"\n\n\t\t\tWELCOME TO BOOKSHOP\n\n\n\n\n '1' See
the ";
cout<<"lists of books\n '2' Create an account\n '3' Open an
account";
cout<<"\n '4' See about no. of books purchased/returned\n";
cout<<" '5' See the list of accounts\n '6' Quit";show();
ch=getch();
switch(ch)
{
case '1': if(showbooks()==1)
{  goto mpage;
}
break;
case '2': crtusr();
goto mpage;
case '3': openacc();
```

```
goto mpage;
case '4': pur_ret("BOOKLIST");
goto mpage;
case '5': showuserlist();
goto mpage;
case '6': return 0;
default : goto mpage;
}
getch();
return 0;
}
int crtusr()
{
clrscr();
char name[50],reply;
ifstream fi;
user u;userlist list;
fi.open("USERLIST");fi.read((char *) &list,sizeof(list));fi.close();
if(list.no==99)
{ clrscr();cout<<"\n\tYou can't create any account.\n\t";
cout<<"Since the accoutn list is full,\n\tso you have to";
cout<<" delete an account";show2();getch();return 0;
}
cout<<"\n Enter your name(max 49 characters):\n ";
page2:
```

```
cin.getline(name,49);uppercase(name);
if(name[0]=='\0'||name[0]==' ')
{
clrscr();
cout<<"\n Please enter a valid name:";goto page2;
}
for(int i=0;name[i]!='\0';i++)
{
if(name[i]=='\\'||name[i]=='/'||name[i]==':'||name[i]=='*'||name[i]=
='?'||name[i]=='\"'||name[i]=='<'||name[i]=='>'||name[i]=='|')
{ clrscr();
cout<<"\n Please enter a valid name:";goto page2;
}
}
fi.open(name);
if(fi.good())
{
clrscr();
cout<<"\n The name you have entered is already present!";
cout<<"\n Please enter another:\n ";goto page2;
}
fi.close();
page:  clrscr();
cout<<"\n Do you want to add a password? (y/n):";reply=getch();
if(reply=='Y'||reply=='y')
```

```
{ clrscr();
cout<<"\n Enter your password(max 19 characters):\n ";
cin.getline(u.password,19);
}
else if(reply=='N'||reply=='n')
{ strcpy(u.password,"########");
}
else{ goto page;}
setdefault(u);
ofstream fo(name);
fo.write((char *) &u,sizeof(u));fo.close();
strcpy(list.users[list.no],name);list.no++;
fo.open("USERLIST");fo.write((char *)
&list,sizeof(list));fo.close();
clrscr();cout<<"\n\n\tCongratulations! ";
cout<<"You have created your account of
name:\n\t"'<<name<<"'";
show2();getch();
return 0;
}
void setdefault(user &usr)
{
int i,j;
for(i=0;i<5;i++)
{
```

```
for(j=0;j<7;j++)
{
usr.sbj[i][j]=0;
}
}
usr.totp=0;usr.totr=0;
}
void chkusrlst()
{
ifstream usrlst;
usrlst.open("userlist");
if(!usrlst.good())
{
ofstream fo("userlist");
userlist list;
list.no=0;
fo.write((char *) &list,sizeof(list));
fo.close();
}
usrlst.close();
}
void chkbooklst()
{
ifstream booklst;int i,j;
booklst.open("booklist");
```

```
if(!booklst.good())
{
ofstream fo("booklist");
user bklst;
for(i=0;i<5;i++)
{
for(j=0;j<5;j++)
{
bklst.sbj[i][j]=1000;
}
}
for(i=0;i<5;i++)
{
bklst.sbj[i][5]=0;bklst.sbj[i][6]=0;
}
bklst.totp=0;bklst.totr=0;
fo.write((char *)&bklst,sizeof(bklst));
fo.close();
}
booklst.close();
}
int showbooks()
{
user guest;subject sb;char i,k,ch,ch1,ch2;int x,y,j;
page1:  clrscr();
```

```
ifstream fi("Booklist");
fi.read((char *) &guest,sizeof(guest));
fi.close();cout<<"\n\n\n\n\n\n\n";
for(x=0;x<5;x++)
{
cout<<" '"<<x+1<<"' "<<sb.s[x]<<"\n";
}
cout<<" 'B' Back";
show();ch=getch();
for(i='1',x=0;i<='5';i++,x++)
{
page2:  clrscr();
if(ch==i)
{
cout<<"\n\n\n\t\t"<<sb.s[x]<<"\n\n\n\n";
for(j=0;j<5;j++)
{
cout<<" \'"<<j+1<<"\' "<<sb.sub[x][j]<<"\t";
cout<<guest.sbj[x][j]<<" remaining\n";
}
cout<<" 'B' Back";show();ch1=getch();
for(k='1',y=0;k<='5';k++,y++)
{
if(ch1==k)
{
```

```
page3:  clrscr();
cout<<"\n\t\t\t\t"<<sb.sub[x][y];
guest.showpb();show();ch2=getch();
if(ch2=='P'||ch2=='p')
{
if(guest.sbj[x][y]>0)
{ guest.totp++;guest.sbj[x][5]++;guest.sbj[x][y]--;
notification(guest);
}
else
{
clrscr();
cout<<"\n\n\tYou can't purchase this book.\n\tMake ";
cout<<"sure that no. of copies of this book\n\tin ";
cout<<"this shop is greater than zero.";
show2();getch();goto page2;
}
}
else if(ch2=='B'||ch2=='b'){ goto page2;}
else{ goto page3;}
break;
}
}
if(ch1=='B'||ch1=='b'){ goto page1;}
else{ goto page2;}
```

```
}
}
if(ch=='B'||ch=='b'){ return 1;}
else{ goto page1;}
}
void notification(user &u)
{
clrscr();
ofstream f("BOOKLIST");
f.write((char *) &u,sizeof(u));
f.close();
cout<<"\n\n\n\n\n\n\n\tThank you for your purchasing this book.
";
cout<<"Next time you must create\n\tan account so that you can
";
cout<<"purchase more than one book and also can\n\treturn
books";
cout<<" purchased from this shop.\n\n\n\n\n";
cout<<"\tNow press any key to exit";
getch();
exit(0);
}
void show()
{
cout<<"\n\n\n\n\n\tPress any of the keys given above!";
```

```
}
void show2()
{
cout<<"\n\n\n\n\n\tPress any key to back!";
}
void pur_ret(char name[])
{
clrscr();
user u;subject s;ifstream fi(name);int i;
fi.read((char *) &u,sizeof(u));fi.close();
cout<<"\n\n\n\n Subject\t\tPurchased\tReturned\n\n\n";
for(i=0;i<5;i++)
{
cout<<" "<<i+1<<"."<<" "<<s.s[i]<<"\t"<<u.sbj[i][5];
cout<<"\t\t"<<u.sbj[i][6]<<"\n";
}
cout<<" 6.
"<<"Total\t\t"<<u.totp<<"\t\t"<<u.totr;show2();getch();
}
int openacc()
{
user u,bklst;userlist list;
char name[50],passw[20],reply;ofstream fo;
page1:clrscr();
cout<<"\n Enter your account name:\n ";cin.getline(name,49);
```

```
uppercase(name);ifstream fi(name);
if(!fi.good())
{ pagename:
clrscr();cout<<"\n\n Wrong account name!\n Enter again?(y/n)\n
";
reply=getch();
if(reply=='y'||reply=='Y'){ goto page1;}
else if(reply=='n'||reply=='N'){ return 0;}
else{ goto pagename;}
}
fi.read((char *) &u,sizeof(u));fi.close();
fi.open("USERLIST");fi.read((char *) &list,sizeof(list));fi.close();
int flag=0;
for(int s=0;s<list.no;s++)
{
if(!strcmp(name,list.users[s])){ flag=1;break;}
}
if(flag==0)
{ strcpy(list.users[list.no],name);list.no++;
fo.open("USERLIST");
fo.write((char *) &list,sizeof(list));fo.close();
}
if(!strcmp(u.password,"########")){ goto page3;}
page2: clrscr();cout<<"\n Enter your password:\n ";
cin.getline(passw,19);
```

```
if(strcmp(u.password,passw))
{ pagepass:
clrscr();cout<<"\n\n Wrong password!\n Enter again?(y/n)\n ";
reply=getch();
if(reply=='y'||reply=='Y'){ goto page2;}
else if(reply=='n'||reply=='N'){ return 0;}
else{ goto pagepass;}
}
page3: clrscr();fi.open("BOOKLIST");
fi.read((char *) &bklst,sizeof(bklst));fi.close();
cout<<"\n\n\n\tWelcome "<<name;
cout<<"\n\n\n\n '1' Purchase/return books\n '2' No. of books";
cout<<" you are having\n '3' No. of books purchased/retutned ";
cout<<"by you\n '4' Add/modify password\n '5' Remove
password\n ";
cout<<"'6' Delete your account\n 'B' Back";show();reply=getch();
if(reply=='1')
{
subject sb;char i,k,ch,ch1,ch2;int x,y,j;
page31:  clrscr();
cout<<"\n\n\n\n\n\n\n";
for(x=0;x<5;x++)
{
cout<<" '"<<x+1<<"' "<<sb.s[x]<<"\n";
}
```

```
cout<<" 'B' Back";
show();ch=getch();
for(i='1',x=0;i<='5';i++,x++)
{
page32:  clrscr();
if(ch==i)
{
cout<<"\n\n\n\t\t"<<sb.s[x]<<"\n\n\n\n";
for(j=0;j<5;j++)
{
cout<<" \'"<<j+1<<"\' "<<sb.sub[x][j]<<"\t";
cout<<bklst.sbj[x][j]<<" remaining\n";
}
cout<<" 'B' Back";show();ch1=getch();
for(k='1',y=0;k<='5';k++,y++)
{
if(ch1==k)
{
page33:  clrscr();
cout<<"\n\t\t\t\t"<<sb.sub[x][y];
u.showpb();cout<<"\n 'R' Return";show();ch2=getch();
if(ch2=='P'||ch2=='p')
{
if(bklst.sbj[x][y]>0)
{
```

```
u.totp++;bklst.totp++;u.sbj[x][5]++;bklst.sbj[x][5]++;
u.sbj[x][y]++;bklst.sbj[x][y]--;fo.open("BOOKLIST");
fo.write((char *) &bklst,sizeof(bklst));fo.close();
fo.open(name);fo.write((char *) &u,sizeof(u));fo.close();
clrscr();cout<<"\n\n\tOK! You have purchased this book";
}
else
{
clrscr();
cout<<"\n\n\tYou can't purchase this book.\n\tMake ";
cout<<"sure that no. of copies of this book\n\tin ";
cout<<"this shop is greater than zero.";
}
show2();getch();
goto page32;
}
else if(ch2=='r'||ch2=='R')
{
if(u.sbj[x][y]>0)
{
u.totr++;bklst.totr++;u.sbj[x][6]++;bklst.sbj[x][6]++;
u.sbj[x][y]--;bklst.sbj[x][y]++;fo.open("BOOKLIST");
fo.write((char *) &bklst,sizeof(bklst));fo.close();
fo.open(name);fo.write((char *) &u,sizeof(u));fo.close();
clrscr();cout<<"\n\n\tOK! You have returned this book";
```

```
}
else
{
clrscr();
cout<<"\n\n\tYou can't return this book.\n\tMake ";
cout<<"sure that no. of copies of this book\n\tyou";
cout<<" are having is greater than zero.";
}
show2();getch();
goto page32;
}
else if(ch2=='B'||ch2=='b'){ goto page32;}
else{ goto page33;}
}
}
if(ch1=='B'||ch1=='b'){ goto page31;}
else{ goto page32;}
}
}
if(ch=='B'||ch=='b'){ goto page3;}
else{ goto page31;}
}
else if(reply=='2')
{
clrscr();
```

```
int i,j;
for(i=0;i<5;i++)
{ subject sb;
cout<<"\n "<<sb.s[i]<<"\n";
for(j=0;j<5;j++)
{
cout<<"  "<<j+1<<". "<<sb.sub[i][j]<<"\t"<<u.sbj[i][j];
cout<<" remaining\n";
}

}
show2();getch();goto page3;
}
else if(reply=='3')
{ pur_ret(name);
goto page3;
}
else if(reply=='4')
{ clrscr();cout<<"\n Enter new password(max 19 characters):\n ";
cin.getline(passw,19);strcpy(u.password,passw);clrscr();
cout<<"\n\tPassword modified succesfully!";show2();getch();
fo.open(name);fo.write((char *) &u,sizeof(u));fo.close();
goto page3;
}
else if(reply=='5')
```

```
{ page35:  clrscr();cout<<"\n Remove
password?(y/n):";reply=getch();
if(reply=='Y'||reply=='y')
{ strcpy(u.password,"########");fo.open(name);
fo.write((char *) &u,sizeof(u));fo.close();clrscr();
cout<<"\n\tPassword removed successfully!";
show2();getch();goto page3;
}
else if(reply=='N'||reply=='n'){ goto page3;}
else{ goto page35;}
}
else if(reply=='6')
{ page36:  clrscr();
cout<<"\n Do you want to delete your
account?(y/n):";reply=getch();
if(reply=='Y'||reply=='y')
{ clrscr();remove(name);
cout<<"\n\tYour account is deleted
successfully!";show2();getch();
namecutter(name);
return 0;
}
else if(reply=='N'||reply=='n'){ goto page3;}
else{goto page36;}
}
```

```
else if(reply=='b'||reply=='B')
{ page3b:  clrscr();
cout<<"\n Do you want to exit from your account?(y/n):";
reply=getch();
if(reply=='Y'||reply=='y'){ return 0;}
else if(reply=='N'||reply=='n'){ goto page3;}
else{ goto page3b;}
}
else{ goto page3;}
}
void uppercase(char *a)
{
for(int i=0;a[i]!='\0';i++)
{
a[i]=toupper(a[i]);
}
}
void showuserlist()
{
clrscr();int i;userlist list;ifstream fi("USERLIST");
fi.read((char *) &list,sizeof(list));fi.close();
for(i=0;i<list.no;i++)
{
cout<<"\n "<<i+1<<". "<<list.users[i];
}
```

```
show2();getch();
}
void namecutter(char name[])
{
userlist u;char temp[50];int i;
ifstream fi("USERLIST");fi.read((char *) &u,sizeof(u));fi.close();
for(i=0;i<u.no-1;i++)
{
if(strcmp(u.users[i],name)==0)
{
strcpy(temp,u.users[i]);
strcpy(u.users[i],u.users[i+1]);
strcpy(u.users[i+1],temp);
}
}
u.no--;ofstream fo("USERLIST");
fo.write((char *) &u,sizeof(u));fo.close();
}
```

HEADER FILES USED AND THEIR PURPOSE

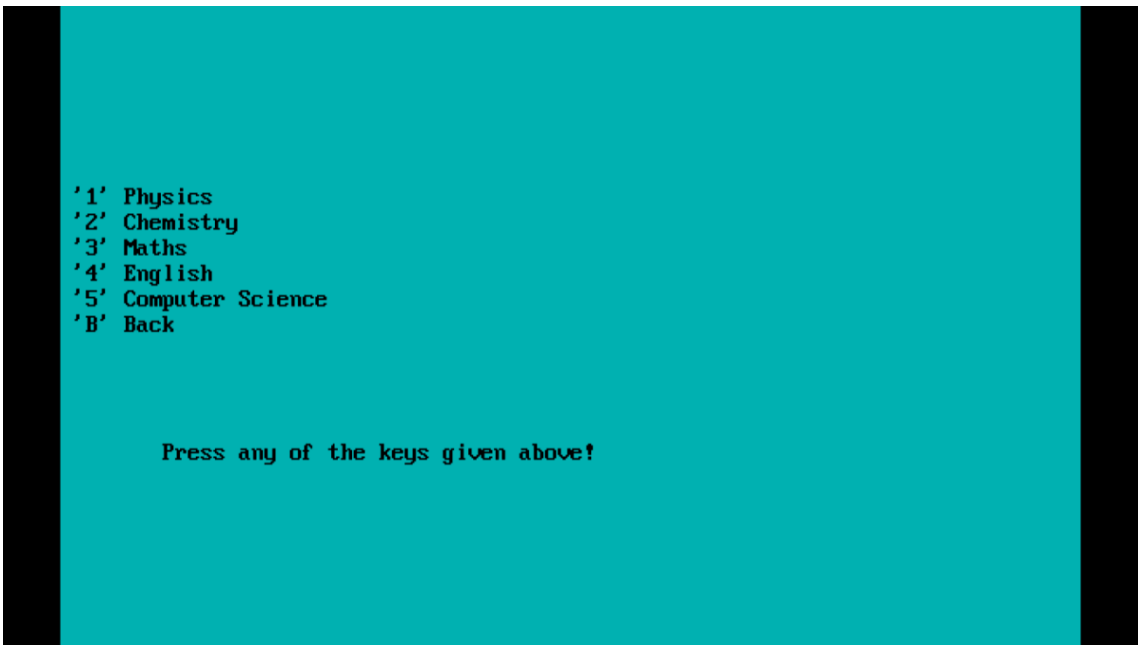
1. **FSTREAM.H –** for file handling, cin and cout
2. **PROCESS.H –** for exit() function
3. **CONIO.H –** for clrscr() and getch() functions
4. **STDIO.H –** for standard I/O operations
5. **STRING.H –** for string handling
6. **CTYPE.H –** for character handling.

OUTPUT

MAIN MENU

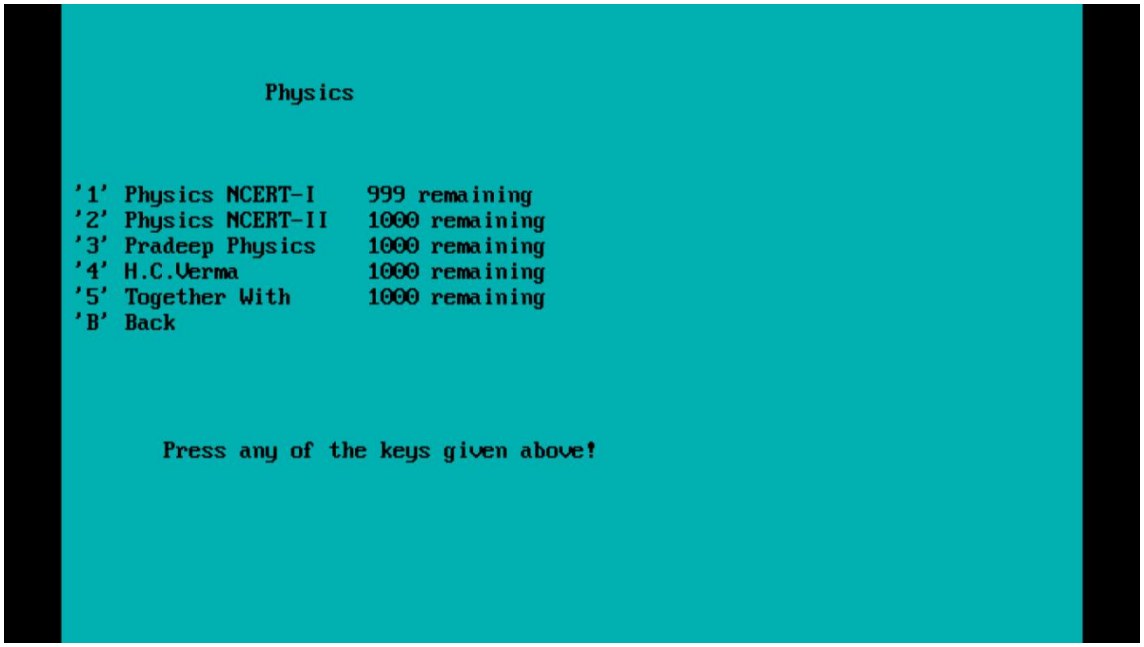

WELCOME TO SNEHLATA BOOKSHOP
'1' See the lists of books
'2' Create an account
'3' Open an account
'4' See about no. of books purchased/returned
'5' See the list of accounts
'6' Quit
Press any of the keys given above!_

1.See The Book Lists Option From Main Menu

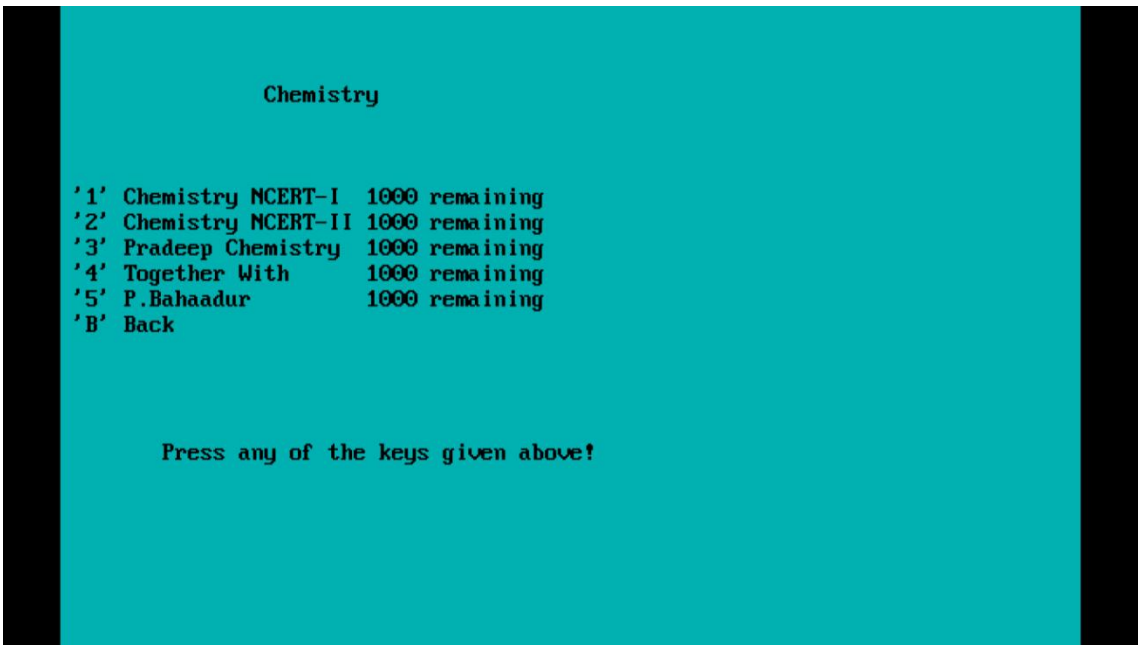


(LISTS OF BOOKS)

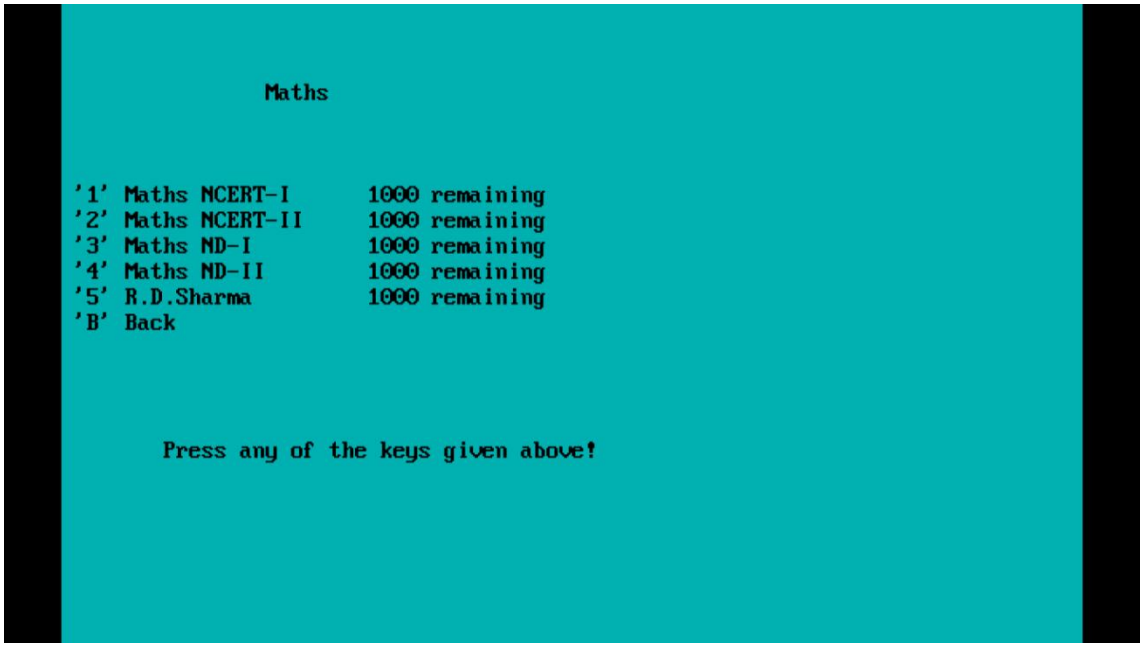
1.Physics



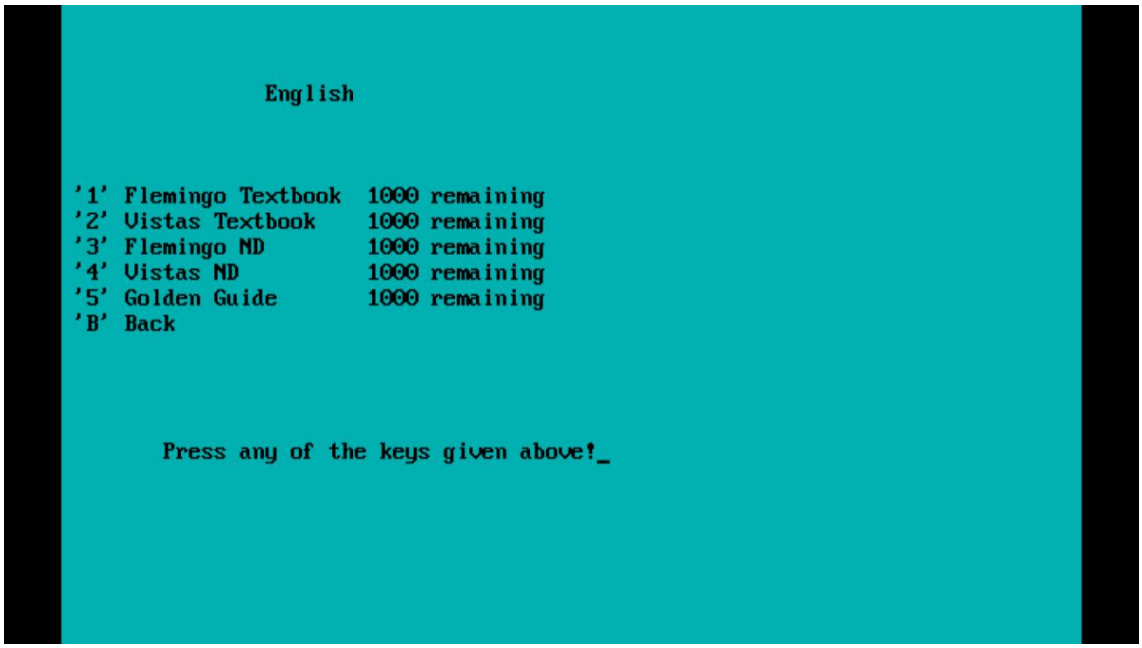
2.Chemistry



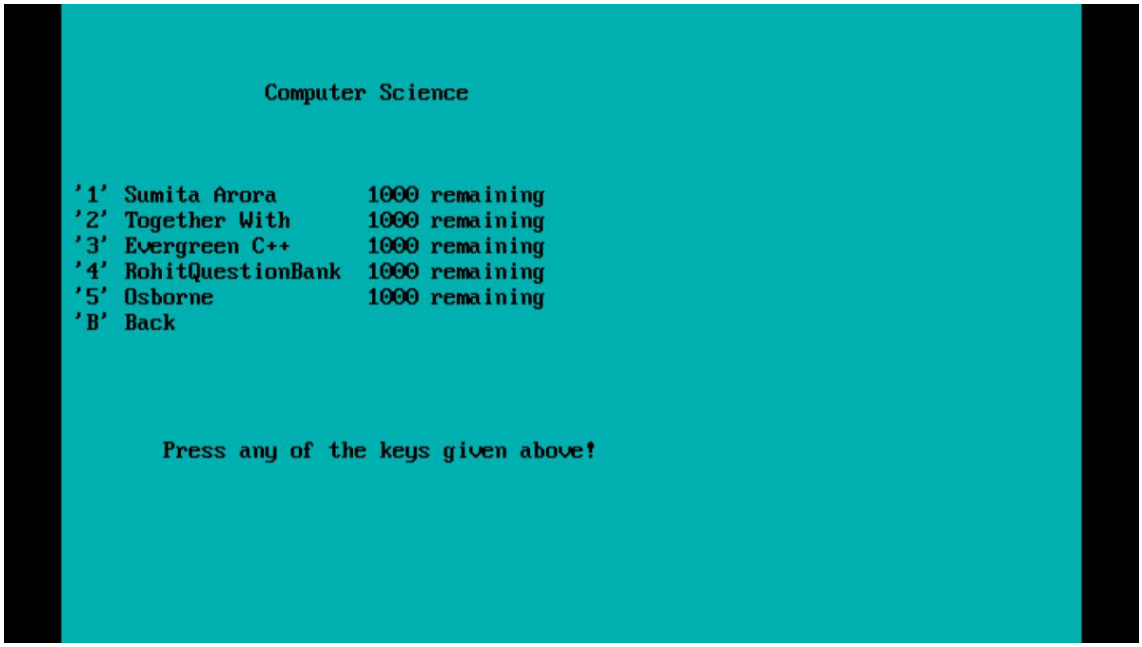
3.Maths



4.English

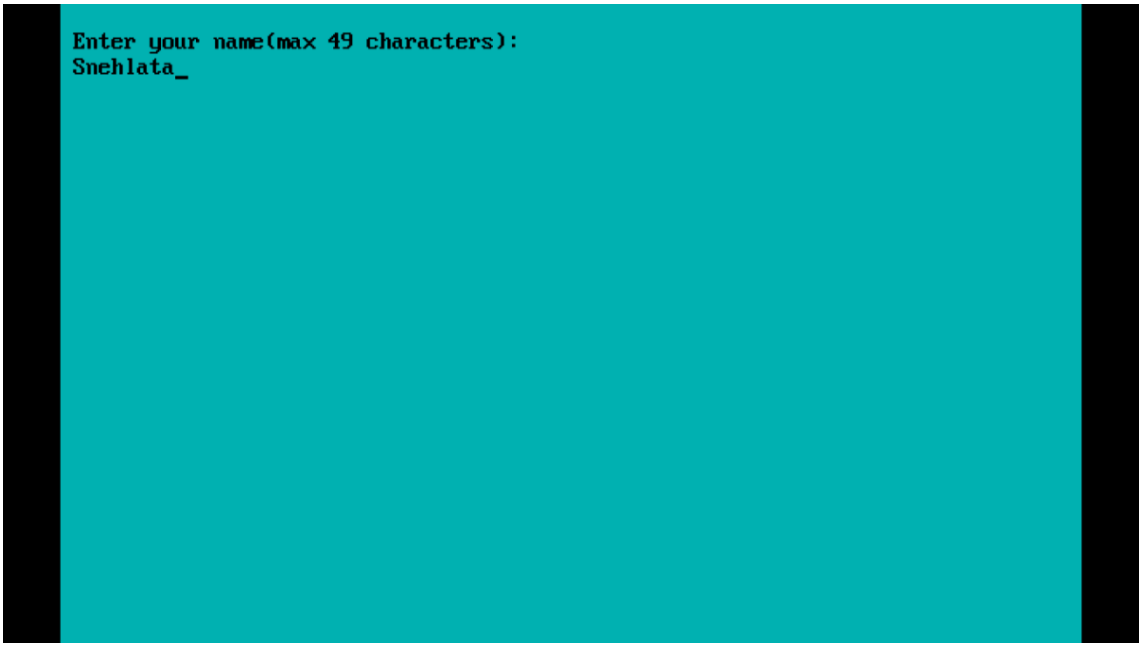


5.Computer Science

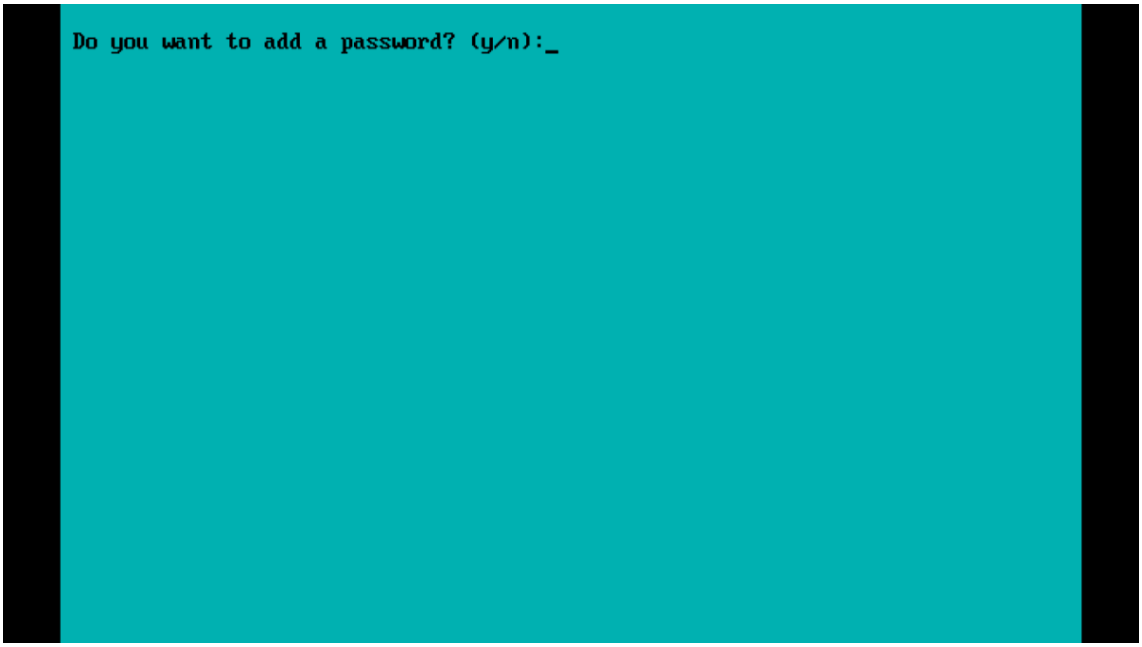


(Press 'B' Key for going back to the Main Menu)

2.Create An Account Option From Main Menu

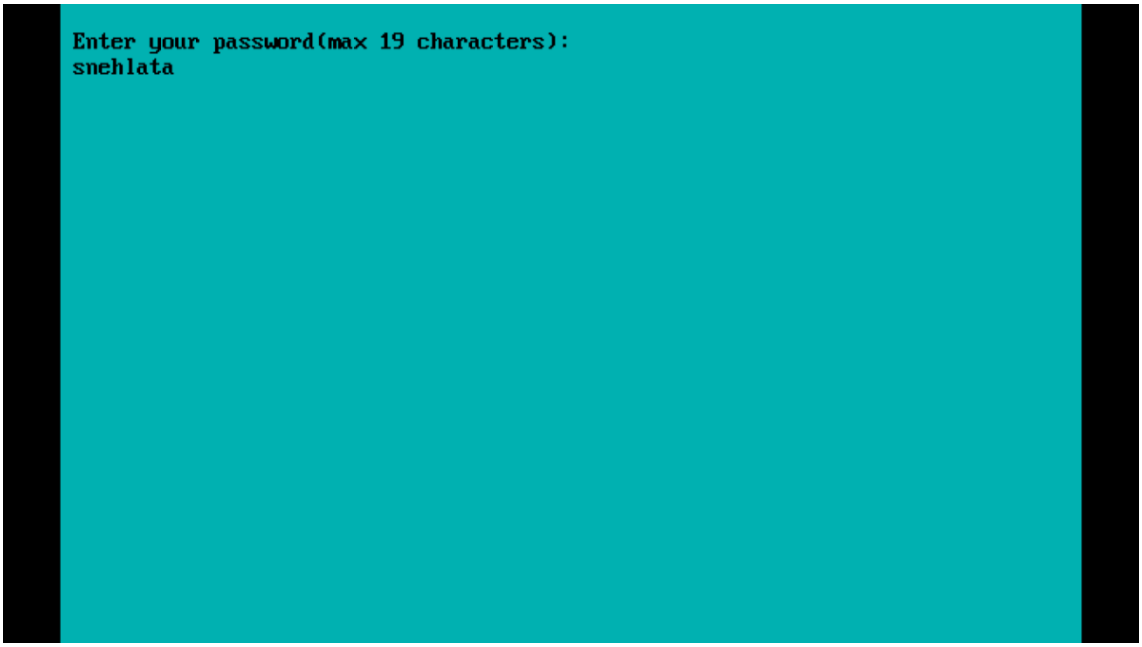


(Step 1- Enter Your Name)

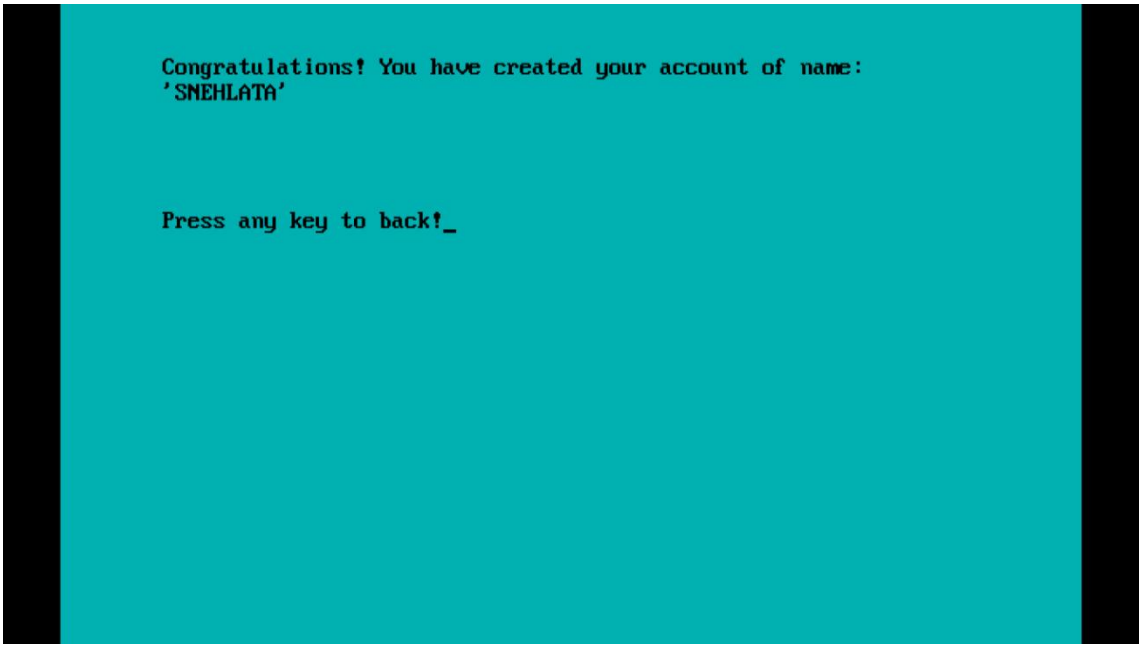


(Add a password if you want)

Note:-Password is not compulsory. Press n if you don't want to add a password Or Press y if you want to add a password.



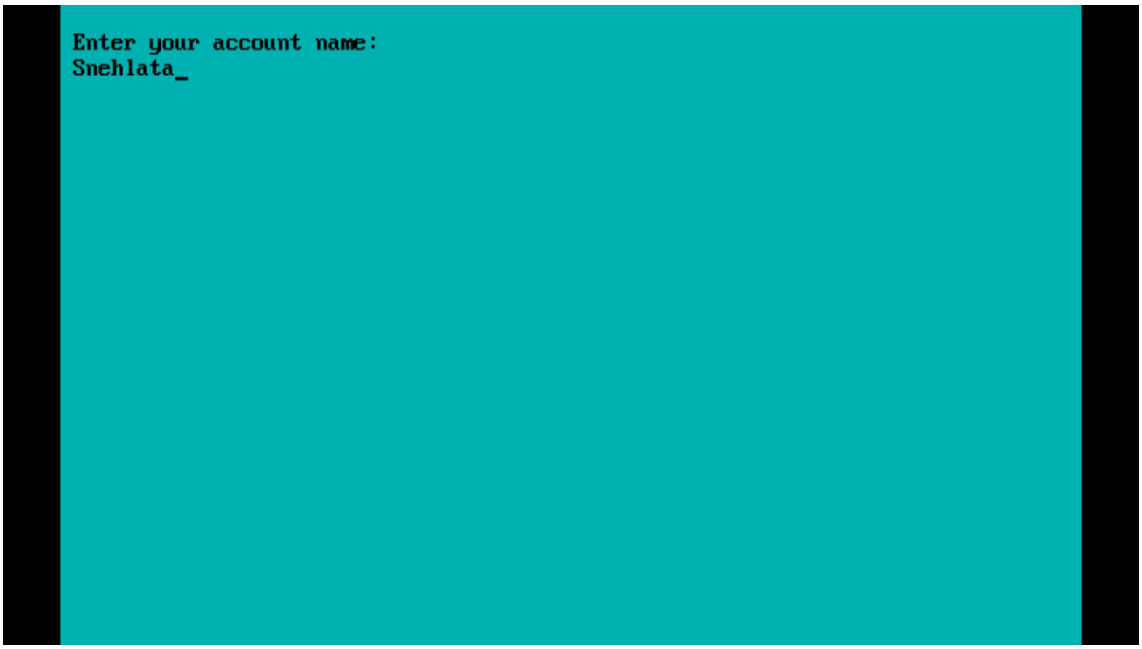
(Step-3 Enter Your Password)



(Your Account has been created successfully)

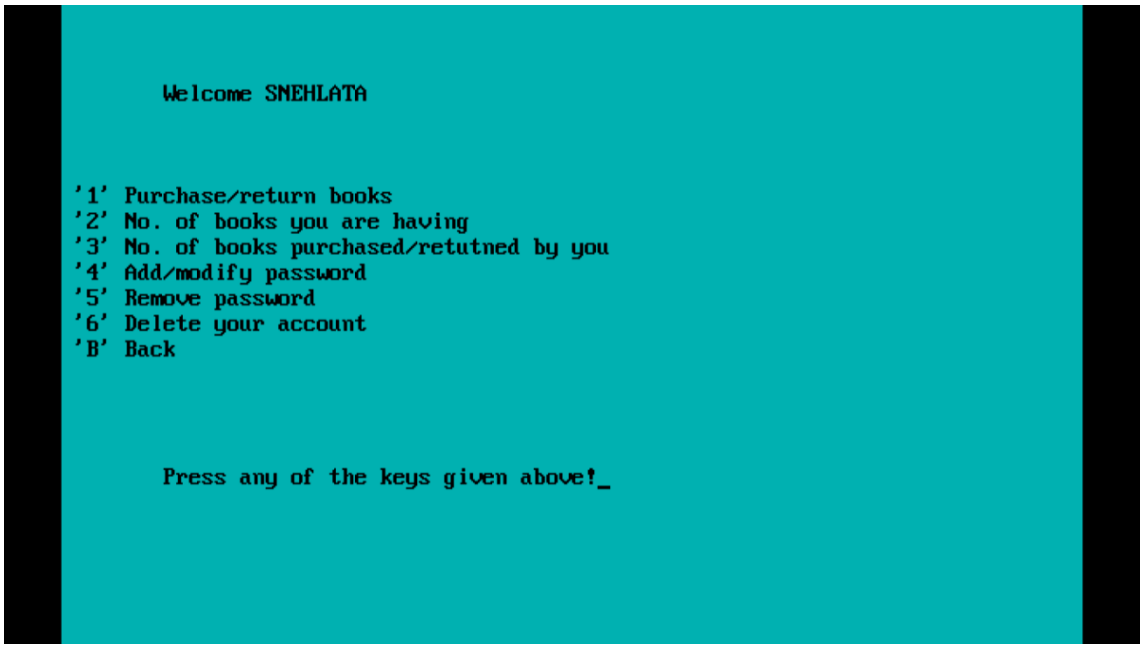
***Press Any Key to Back to Main Menu**

3. Open An Account Option From Main Menu



(Step-1 Enter Your Account Name)

(Step-2 Enter Your Password)



(Your Account)

Manage Your Account From Given Options

Options Description:-

Press '1' to purchase or return any books.

Press '2' to see the list of books you have.

Press '3' to see the list of books you had either purchased or return.

Press '4' to add/change your current password.

Press '5' to remove your current password.

Press '6' to delete your account.

Press 'b' for going back to the Main Menu.

4.See No. Of Books Purchased/Return Option From Main Menu

5.See The List Of Accounts Option From Main Menu

Press '6' to EXIT from program.

Project Overview

Problem Definition:

The main aim of the project entitled

"BOOK SHOP MANAGEMENT SYSTEM" is to provide an

application for the book shop.

This project is developed with four layers, which are:

1. Security

2. Customers/Employees Details

3. Book Details

4. Maintenance of Sales and Purchase

Problem Description:

1. Security:

in manual book keeping all the entries are basically done through entry in the books, where chances of manipulation are more but in this project the records maintained are more secure as an outsider cannot manipulate the database without knowing the password.

2. Employee/Customers Details:

This project provides a provision for maintaining the employee database apart from the maintenance of Book Database.

3. Book Details:

The information regarding books i.e. book name, author, publication etc. are provided for the customers for their convenience. As this process is computerized it is easy for the owner to update the list where this process would have been difficult if he had maintained the records manually.

4. Maintenance of Sales and Purchase:

All the Sales and purchases made by the owner can be recorded in the separate database provided by this tool, which would be helpful for him in the future for the development of his establishment.

Problem Solved

Our main goal is that we are just solving the problem of selling of book in the particular very big book shop which have large amount of books within it. Since there are many people would be in the shop to provide the good service to the customers of the book shop. But it is not possible to provide the good service to the customers because it is not possible by the manually.

Bookshop Management System is an attempt to overcome the present inefficient and time consuming process of locating, reserving and purchasing quality reading materials available in the store. Currently, clients have to go through a time consuming process to perform aforementioned tasks which cause waste of labor and firms resources. Through this proposed system book, we provide an easy way of searching, reserving and purchasing of books.

Conclusion

This Bookshop Management System is an attempt to overcome the present inefficient and time consuming process of locating, reserving and purchasing quality reading materials available in the store. Currently, clients have to go through a time consuming process to perform aforementioned tasks which cause waste of labor and firms resources. Through this proposed system, book store solution, we provide an easy way of searching, reserving and purchasing of books.

User data are validated and checked for authenticity with the data stored in the system database.

All the newly coined processes will address time consuming, ineffective and inefficient areas of the existing system which has being wasting a lot of firms resources such as, labor, electricity, equipment, products and services, while discouraging customers to make purchases and repelling clients from the book store. Proposed system will support both clients and the store in many areas. It's worth analyzing and identifying the benefits as it would directly influence the productivity of the store.

Customer satisfaction plays the most vital role in any form of product and service rendering store as the existence of any firm solely depends on its customer-base. Therefore, every system should facilitate the customer satisfaction up to a certain extent which is feasible from the company perspective.

The aforementioned facts ensure customer satisfaction to a greater extent benefiting the store in:

- Retaining current customers
- Tempting current customers to attract their friends to the store
- Attracting new customers
- Enhancing the customer faith on the firm due to secure transaction techniques while temping customers to make more online purchases
- Identifying profitable customers
- Identifying different categories of customers
- Making necessary alterations and plans to address broader range of customers
- Identifying key areas of the inventory which need to be maintained at a healthy stock limit
- Analyzing trends to make more effective management decisions and
- Development of new strategies to increase profit.

These particulars will make sure the broadening the customer base of the store which will have good impact on the sales and revenue of the store. Employee satisfaction also plays an influential role in healthy revenue levels of a firm. Due to the proposed system, employees will have to handle minimum amount of workload than that of the existing system which will help the employees to provide optimal service to the firm while maintaining healthy physical and mental levels.

Proposed system will reduce transaction and agency cost of the store up to a certain extent since the transactions are automated and need of minimal labor to handle work as the their work has been governed by the system. Even though these advantages prevail, due to lack of IT literacy and fluency of clients and lack of distribution of internet facility will have a negative impact and it will take some time to cover up the capital investment made on implementing the new system. Since the technical facilities are expanding in great heaps, proposed system will facilitate enhancing productivity immensely.

REQUIREMENTS

❖HARDWARE REQUIRED

- **PRINTER, to print the required documents of the project**
- **PROCESSOR : Pentium III**
- **RAM : 64 MB**
- **HARDDISK : 20 GB**

❖SOFTWARE REQUIRED

- **Operating System : Windows XP/7/8/10**
- **Turbo C++, for execution of Source Code.**
- **MS Word, for presentation/Project Report.**

BIBLIOGRAPHY

COMPUTER SCIENCE IN C++ BY :– "SUMITA ARORA"

THANK YOU